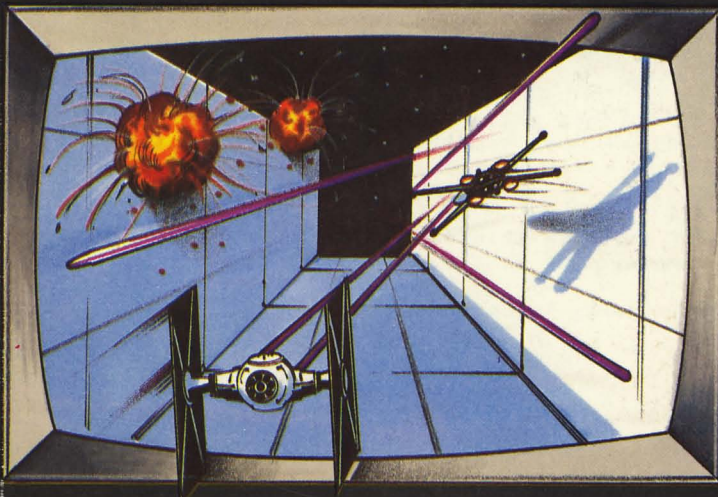


Bally®

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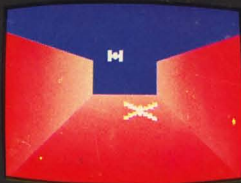
videocade™

CARTRIDGE



STAR BATTLE 2005

An exciting race through space in a running battle with enemy star ships. Three dimensional screen action looks like you're plunging through a time warp on your way to hyperspace! Fire your missiles and take evasive action to avoid enemy lasers! You have full control over your spacecraft's speed and direction—and you can play to any score for long or short games! 1 or 2 players.



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STAR BATTLE

LOADING INSTRUCTIONS

1. Turn on your Bally Professional Arcade and TV set, then select channel 3 or 4.
2. Connect the hand controls by inserting control #1 into the first jack on the back left side (as you face the front of the Arcade). From left to right, the jacks connect to players 1, 2, 4 and 3.
3. Insert the game cartridge, label side up, into the cartridge slot. Press it down firmly to lock it into position.
4. Press the RESET button, and the menu of games will be displayed.

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STAR BATTLE (1 or 2 players)

Fly your spacecraft down a 3-D tunnel while dodging enemy lasers. Score points by firing and hitting enemy star ships.

With Star Battle, you can play to any score by choosing the number of star ships that must be destroyed. Then, it's a race against time to strike the enemy ships before they hit you!

STARTING THE GAME

Choose Star Battle by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

Select the number of players (1 or 2). The star ship of player #1 is designed like an X. The star ship of player #2 looks like an H.

Enter the maximum score (1-999).

PLAYING THE GAME

The hand control functions for Star Battle are:

Trigger	Launches the missiles.
Knob	Has no function.
Joystick	Steers left or right; slows the speed of the ship when pulled back; goes faster when pushed forward.

The object of the game is to hit the number of enemy star ships selected before the enemy scores that number of hits.

The star ships dart back and forth very quickly, so you must time the release of your missiles to meet the enemy ship where it is going to be.

For one player games, the Arcade automatically becomes the enemy and flies the second star ship. Since both sides have an unlimited supply of ammunition, the action is very fast-paced.

SCORING

When a missile hits a star ship, an explosion is seen and heard, and the ship disappears from the screen. Points are awarded to the player who made the hit, and another enemy star ship comes into view.

The scores of both players are displayed at the top of the screen. Since the length of the game is determined by the score which was entered, the game continues until one player reaches that score.

STRATEGIES FOR WINNING

Try to fly your star ship in, out, around as well as behind the enemy ship to be hit. As you practice maneuvering with the joystick, you will increase your ability to target the ship you wish to hit (and you'll also be able to avoid enemy lasers!).

PLAYING AGAIN

To play Star Battle again, press the RESET button, and follow the instructions for starting the game.

LIMITED WARRANTY

Astrovision, Inc., 6460 Busch Blvd., Suite 215, Columbus, OH, 43229 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in this product should occur, the product may be returned to: Astrovision, Inc., or to an authorized Astrovision, Inc. dealer and Astrovision, Inc. will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

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